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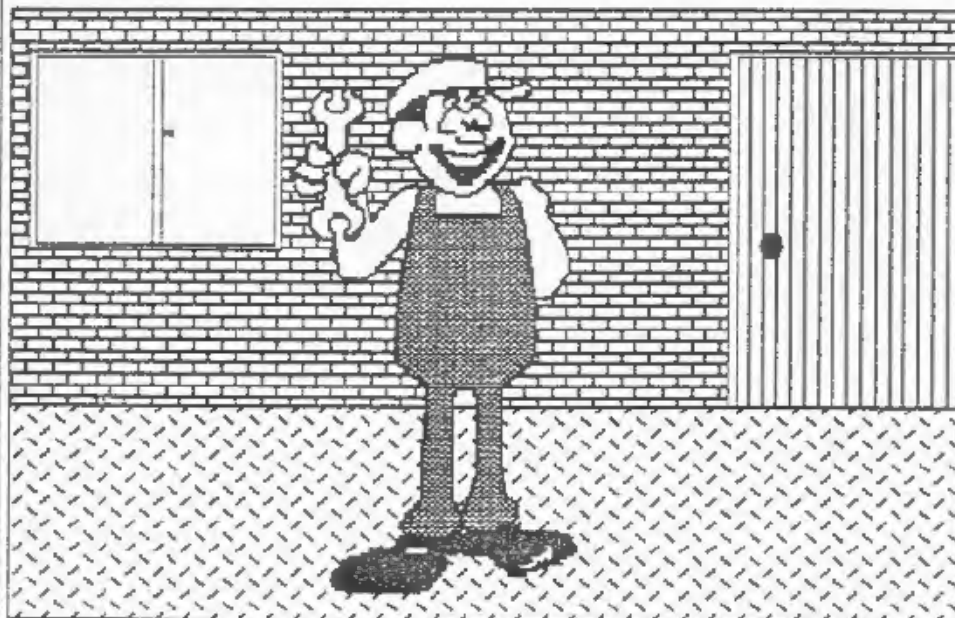
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FORMAT

A Magazine from INDUG
For DISCIPLE & PLUS D Users

ISSUE #10 - MAY 1988



GDOS v3 UNDER REPAIR

INDUG.

CONTENTS

ISSUE #10 - MAY 1988

The Editor Speaks.....	3
News On 4.....	4
Your Letters.....	5
Tape To Disc Revisited.....	7
The Help Page.....	8
GDOS 3c - A Major Update.....	9
Back Issues.....	12
The Micronet Page.....	13
Expanding Gens - Part 4.....	15
Format Software Service.....	18
Easy-Read Listings.....	19
DCOPY - An Execute File.....	21
I.B.U. an Update.....	23

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FORMAT is published by INDUG, 34 Bourton Road, Gloucester, GL4 0LE, England. Telephone 0452-412572. DISCIPLE and PLUS-D are trade marks of MILES GORDON TECHNOLOGY, Unit 4, Chesterton Mill, French's Road, Cambridge, CB4 3NP, England. The DISCIPLE interface is marketed by ROCKFORT PRODUCTS, 61 Church Road, Hendon, London, NW4 4DP.



One year ago this month I was completing plans for the launch of INDUG and FORMAT. At that time I hoped for a membership of around 200 by the end of its first year, 300 if I was lucky. Now here I am, editing issue #10, and membership already stands at 800+ and its still growing fast. Last month I even had to go out and get 30 extra copies of FORMAT printed just to cope with new members.

After many hours (weeks more like it) pouring over the source code for the DISCIPLE operating system I am pleased to bring you GDOS 3c. This is a major upgrade to GDOS and as well as curing several 'bugs' in 3a/3b it also introduces some new feature. For the moment this upgrade is only available through the User Group, so it puts you one step ahead of the crowd. I hope to be able to do the same for G4DOS very soon.

I have been inundated with complaints (well I've had several letters) about the Spring Software Competition. When I announced it in the February issue (#7) I set a closing date of 30th April. However several people complained. You see some foreign members do not receive their issue of Format until 8 or 9 weeks after dispatch and several UK members felt that two months was not long enough to complete a program from scratch. OK, OK, so I didnt think long enough before I drew up the dead-line. So to be fair, and to get people off my back, I have extended the closing date to the 31st August but that must be the final change.

I try to be available on the INDUG HOTLINE as much as possible but I have been asked for guidelines as to the best times to get hold of me. I will reverse this by giving the times when its best NOT to call. Between 12am and 1pm and between 6 and 7pm on week days is feeding time so please avoid. Saturdays I'm out (until about 1-30pm). At most other times if I'm not around then the answerphone is on, please leave details of your problem and ring back later for an answer.

This months issue also contains a revamped USE page. The User Software Exchange was given its name when I thought there would be lots of public domain software around for the Spectrum. I think the new name FORMAT SOFTWARE SERVICE is a much more suitable name. There's some nice software already on the list and even more coming along. Next month will, I hope, see the launch of a Tasword 128/42 conversion program with Tasword 3 to follow later in the Summer.

See you next month.

Bob Brenchley. Editor.

NEWS ON 4

PLUS D PRICE INCREASE

Due to the large jump in chip prices over recent months MGT have been forced to raise the price of the PLUS D. The new retail price is £59.95 with the package price for PLUS D & 3.5" Drive going up to £139.95 plus postage and packing.

The special offer prices to INDUG members goes up to £54.95 and £134.95 which both include postage and packing.

27th ZX MICROFAIR

Yes its ZX Microfair time again. The date for your diary is Saturday 11th June and its again at the New Horticultural Hall in London. MGT will be there as usual and I will be on the stand to promote INDUG and talk to users. Doors open at 10am so don't miss it. MGT plan a large display of printers to go with the PLUS D or DISCIPLE and have promised some extra special offers. The new two-way adaptor I told you about last month will be launched at the Microfair. Called the TWO-FACE (where do they get these names from) it will allow the PLUS D to be used with other interfaces and will include switches to turn off units to avoid conflicts.

HACKERS HANDBOOK

The Hackers Handbook III is now available in the book shops. This 3rd version has had several sections rewritten by the author, Hugo Cornwall, and now includes a history of hacking. At this rate he will soon catch up with JAWS and ROCKY.

SWANSEA AT LAST

MGT are on their way to Swansea before the end of May. Their new address will be MGT, Lake Side Technology Park, Phoenix Way, Swansea Enterprise Park, Swansea. At first Alan Miles will be staying in Cambridge to tidy up the loose ends and man the phones until Swansea is on line.

SPECTRUM +4 RUMOURS

A rumour has been floating around this month that Amstrad plan to launch a Spectrum+4 this summer. Variousy quoted as having 256k or 512k of memory, 280 or 16 bit processor, anything up to Amiga graphics but, of course, a standard Amstrad 3 inch 175k disc drive. What is certain is that the +3 has been a failure and Amstrad is urgently looking for a new product to rescue their image with Spectrum Fans. Asked if it would affect their plans for the SAM computer Alan Miles said "No, in fact it makes us even more determined to produce SAM, we always expected some competition and it will help to keep us on our toes. I'm confident Bruce will come up trumps again."



YOUR LETTERS



Dear Editor,

As a novice PLUS D owner I was much impressed with Walter Kelly's Alter program. I have modified my G+DOS accordingly and it is a far better way of operating than the original. One wonders why the designers didn't do this in the first place?

Regarding No Snap Games. I have to report that I have not been successful with:- Leaderboard, Scrabble de Luxe by Laisure Genius and The Music Box, all in 128k.

I have been more successful with 48k games viz:- Psion Scrabble, Manic Miner, JSW 1 and Trivial Pursuit all of which Snap perfectly. JSW 2 will not Snap and Cluedo will not run at all. Has anybody any idea how to transfer the Trivial Pursuit question tapes (Uniload) onto disc?

For anybody interested in astronomy I have transferred Mirrorsoft's Star Seeker to disc and this gives instant planetarium and Solar system information.

Yours sincerely, Allen Vernon.

Dear Editor,

Having read the review in FORMAT of the Kempston Mouse I was impressed. I do a great deal of posters, worksheets etc. using Artist II. (I'm a teacher and use them for school).

The mouse arrived from Kempston, very fast service. The demo programs are great, writing the mouse into one's own programs is simple. BUT.... it will not work with Artist II or The Writer. I suspect that this is because of the different port mapping needed for the DISCIPLE. Sadly, the joystick option on Artist II will not operate with the DISCIPLE either.

This is the only problem I have found with the DISCIPLE but it affects what I most need it for. Two letters to Kempston on this matter have not been answered. Can you, or any FORMAT reader help?

On a more general topic - FORMAT is a very useful magazine and it would be helpful if a binder could be made available to hold 8 years issues. Also an annual index would be helpful. (Yes, I appreciate the work involved but its just a thought).

Yours Sincerely, Robert Lippiatt.

Thanks for the binder idea. I will look into it in the near future. Meanwhile can anyone come to Robert's aid on the ARTIST III? Ed.

Letters printed on this page may sometimes be edited for either length or clarity.



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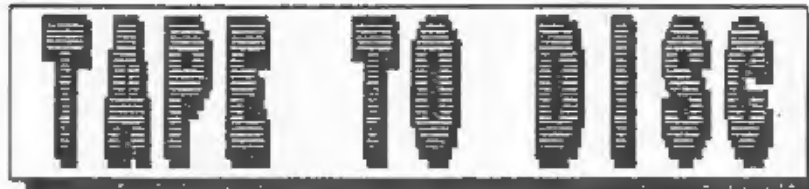
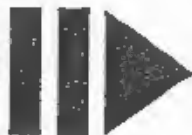
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KEMPSTON



Revisited.

By: Steve Nutting.

Last months TAPE TO DISC program seems to have caused some people a little trouble. It did work for me when I sent it in, HONEST IT DID, but I have been able to find a few problem areas.

First, until a few weeks ago I didn't have a printer attached to my DISCiPLE. As there is no free space in the DISCiPLEs system file I use the area devoted to printer routines to store the extra code for TAPE TO DISC. Now I have a printer, I've discovered that part of this area is used by the printer initialize routine. So that's problem one solved, do a POKE @11,1 to turn off the printer before you save the system file.

Next I looked closely at my DATA COMPILER program, this was printed OK in issue#7 but, as listed, it doesn't check for total rubbish like REM 6,5x,34 and under some conditions this can cause the compiler to corrupt its own code. The listing given here will patch the "datacomp" file to add the new checks. Type it in and run it. A new message 'SYNTAX ERROR' is given when rubbish is detected.

```

5 CLEAR 64511: LOAD d1"datacomp"CODE
10 POKE 64683,195: POKE 64684,113: POKE 64685,255
20 POKE 64955,195: POKE 64956,133: POKE 64957,255
30 POKE 65037,195: POKE 65038,146: POKE 65039,255
40 RESTORE 70: LET c=0: FOR a=65393 TO 65452: READ n: POKE a,n
: LET c=c+n: NEXT a
50 IF c<>8555 THEN PRINT "error": STOP
60 SAVE d1"datacomp"CODE 64512,941
70 DATA 254,58,202,175,252,254,13,202,71,252,33,133,254,53,33,
150,255,195,229,252,254,58
80 DATA 202,191,253,254,13,202,207,253,195,123,255,167,202,123
,255,43,43,17,123,254,195,18
90 DATA 254,13,18,1,83,89,78,84,65,88,32,69,82,82,79,210

```

Now if your are a DISCiPLE owner, load the TAPE TO DISC data from last month and add the following lines.

```

182 REM #30844
184 REM 175,33,181,6,119,35,119,35,119,60,50,143,2,33,48,117,17
,33,22,1,66,3,237,176,211,187,251,201:2680

```

Load the compiler routine and RUN. If there are no errors type:-
POKE 30582,254: POKE 30583,31: POKE @11,1: RANDOMIZE USR 30829:
SAVE d1"TAPE-DISC"CODE 0,6656

I can't find any problem with the PLUS D versions but if you still have problems after recompiling then try POKE 30582,254: POKE 30583,63 before the RANDOMIZE USR 30844 and SAVE.

THE HELP PAGE

Problems with your DISCIPLE, PLUS D or Spectrum. Dont worry, let the HELP PAGE sort them out. Note: One question per letter please.

Q1005 31

By: Bob Brenchley and Nev Young.

STEP RATE

I have a CS400 Cumana drive, which according to a data sheet I have from Cumans has a stepping rate of 3ms. The basic system program limits the stepping rate to 6ms. Is it safe to alter the program to allow a stepping rate of 3ms?

Ian Wooff. Durham.

No, I'm sorry to say you can't. Disc drive stepping rate and DISCIPLE / PLUS D stepping rate are in fact two different things. Drive stepping rate refers to the time it takes the head to step, forward or back, as its name suggests. However you also need a pause to allow the heads to settle before you access the disc, especially when writing data. The stepping rate you enter into the system file is an amalgam of both.

From experience I find that 12ms is the best for most drives, with 9ms being the fastest I can recommend for a 3.5" drive. 3" drives need around 30ms. If you keep getting Sector Error messages then try slowing the stepping rate down, what ever you enter (up to the maximum of 255ms) discs are still very fast.

COPY PROBLEMS

I am having difficulty in using the "COPY" routine on my DISCIPLE (Version 3b) and would appreciate some urgent advice. On page 26, the manual advises that it is possible to copy all files from one drive to the other by using COPY D1"" TO D2 I find that this is impossible as when trying to enter the instruction it will not execute the command, and a red square flashes over the "O" in COPY. As I urgently need to take back-up copies of many disks which have large numbers of programs. it would be extremely time consuming to transfer files individually.

Ray Gaunt. Sheffield.

It looks like you have an old version of the manual Ray. From version 3 the COPY command was dropped because, due to a bug in the 128k ROM, COPY is not treated properly by the Spectrum error handler and the computer will just hang.

To get round this the syntax was changed to SAVE d1"" TO d2 in other words just change COPY to SAVE. Also in version 3b you can copy the entire disc with FORMAT d2 TO 1, this formats the disc in drive 2 and copies the disc in drive 1, track by track, to the new disc. This will cope with all files, including SNAPSHOT files, but may take some time.

More from the HELP PAGE next month..

Over the last few months several members have reported problems with OPENTYPE files on the DISCIPLE (GDOS 3a or 3b). I had found difficulties myself, especially when using twin discs. Following a long talk with Nev Young we set out to cure as many of the 'bugs' as possible.

The first problem occurs when you open a file on drive 2, the directory entry shows sectors being used on side one of the disc but the data is stored on side two. This is due to the operating system using 1 or 2 as the drive number in basic but 1 or 0 for internal storage. If the external form is used internally then 2 (10 in binary) selects side 2 of drive 2. Changing the instructions at location 4847 (in the open a read file routine) to call CKDRV (the routine that converts to internal form and does the same action as the instructions the call replace) cured this one. The same patch was also added at 4933 to cope with write files.

The next problem came when closing a file. The last disc in use was used instead of the drive number stored in the channels area. Here extra instructions were needed to effect the cure, but the DISCIPLE GDOS has only a few bytes spare and they are dotted all over the place. After a long search I found that a routine in the RAM part of the system was duplicated in ROM. It forms part of the networking system and exists in ROM for use when it is operating as a Pupil station. The RAM version is used when you are the Master station. However the routine in ROM can still be used even when the ROM is in its high-page mode (after the DOS has booted in). By careful placing of the entry point it was possible to insert a call (at location 5596) and free 62 valuable bytes for patches.

The instruction at 5177 called the Close File Sector Map routine in ROM. This was altered to call a patch at 5613 where the correct drive number and side were collected from the channels area before a call was made to the CFSM routine.

Next we come to something that isn't really a bug. When Bruce Gordon wrote GDOS 3 he didn't give machine code users a Command Code (Hook Code to ex microdrive users) to handle OPENTYPE files. After many sleepless nights I realised that the routines to open and close a file could be called from machine code provided I could do the job with just one Command Code. Why one? well there are two codes unused in the DISCIPLE (70 and 71) but only one in the PLUS D (71 is used to page in the shadow system) and I want to ensure compatability between the two interfaces.

OTFOC was the answer, Open Type File Open or Close. OTFOC uses

code 70 (46 hex) to do both jobs. Having called HXFER to transfer the user file definition into the DOS, you load the A register with zero and do a RST 8 instruction followed by DEFB 70. This will open a file, to close it load A with the stream number (4-15) and issue the restart, there is no need to use the HXFER command code before closing. I will be giving a full explanation of Command Codes, and the microdrive Hook Codes, that the DISCiPLE / PLUS D use in a new series of articles planned for July/August.

The Next bit is pure Nev Young but I will try to explain it for you. You will all have heard of 40 track and 80 track drives but what about 36 track? or even 85 track? well both exist (and of course Nev has to have the unusual) and the DOS will format them if the number of tracks is set by POKE @1 (or @2 for drive 2) remember to add 128 if the drive is double sided. But the CAT command contains a routine which if POKE @1 is not 40, 80 or 168 then 208 is assumed when calculating the free space left on the disc. Not to be thwarted Nev set out and wrote a new free space routine and even managed to make it two bytes shorter than the original. Alright so yours is a standard size drive, but you could format a disc to say 20 tracks if you want and with the new routine you will get a true picture of the space you have left.

Now I hear you say 'Is this ever going to end?'. Just bear with me for a few more small items. I have included that POKES that amend GDOS 3a to 3b, these cured problem with returning from Snapshots with the interrupts set the wrong way round. These were originally published in issue 3. Also included is the keyscan patch (cuts out the call to the mouse routine that can cause problems) and the SCREEN\$(1) patch that cures the all black printout on some screens, see the help page in issue 8 for a full explanation..

Finally two more improvements. If you say yes to a printer when you set up your system file but then don't have a printer on line when you boot your system the DISCiPLE will hang up. Its trying to send the initialization codes but can't. A patch is included to get round this by testing for the printer and bypassing the initialize section if either no printer is found or the printer is off-line. This makes it operate in the same way as the old version 2c or the new PLUS D.

For the last modification I have to thank Walter Kelly for some real detective work. Anyone with a 128k or +2 will know that when the DISCiPLE reaches the end of a file copy it does a RANDOMISEUSR 0. This has the annoying effect of dropping you into 48k mode so you need to press the reset button before you get back to 128k mode. Walter's neat solution is the result of long hours searching disassemblies of the DISCiPLE system and the 128k ROM. It allows the DISCiPLE to test to see which mode the Spectrum was in before the SAVE...TO... was issued, and then if it was 128k mode return instead to the front menu (just like NEW) so you don't need to press reset.

The last poke resets the DOS version letter to 'c'. Well thats it, the result of several weeks of effort, I hope you will be

pleased with the improvements. I would like to thank Walter Kelly for his help and of course Nev Young without whom this article would never have got going (let alone finished).

The next step is to type in the listing and run it. While some parts are really optional I would recommend that the whole update is entered to ensure future compatability with articles in FORMAT.

```

1 REM GDOS 3c UPGRADE
2 REM (C)1988 INDUG.
3 REM All rights reserved.
4 REM
5 REM Converts 3a or 3b
6 REM system file to 3c.
7 REM Includes 3a to 3b pokes
8 REM given in FORMAT #3 October 1987.
9 REM
10 RESTORE
20 READ ADDRESS
30 IF ADDRESS=99999 THEN GOTO 1000
40 READ BYTE
50 IF BYTE=-1 THEN GOTO 20
60 POKE @ADDRESS, BYTE
70 LET ADDRESS=ADDRESS+1
80 GOTO 40
90 REM
100 REM *** PRINTER INITILIZE PATCH ***
101 DATA 4932,205,221,40,201,58,163,2,167,32,5,219,31,203,119,1
92,55,201,-1
102 DATA 478,205,224,21,216,0,-1
109 REM
110 REM *** INTERRUPT PATCH ***
111 DATA 65372,243,0,0,-1
112 DATA 407,251,0,0,33,118,27,-1
119 REM
120 REM *** OTFOC PATCH ***
121 DATA 65519,167,202,97,18,195,12,20,-1
122 DATA 665,135,2,-1
129 REM
130 REM *** D2 STREAM PATCH ***
131 DATA 4183,205,132,41,0,0,0,-1
132 DATA 4269,205,132,41,0,0,0,-1
133 DATA 4784,205,132,41,201,205,57,21,195,168,41,205,76,21,205
,47,13,201,205,121,21,195,201,41,205,57,21,195,156,41,205,121,21
,195,165,41,205,57,21,-1
134 DATA 627,57,21,76,21,82,21,195,41,89,21,129,41,68,25,76,22,
95,21,162,41,101,21,196,21,189,21,186,41,107,21,178,22,170,8,130
,21,160,21,135,2,53,5,-1
135 DATA 4169,202,0,22,-1
136 DATA 4968,229,42,150,2,124,181,202,61,19,195,88,41,-1
139 REM
140 REM *** FREE SPACE PATCH ***
141 DATA 1616,197,203,127,40,1,135,214,4,33,0,0,6,10,22,0,95,25
,16,253,193,0,0,-1
149 REM
150 REM *** SCREENS (1) PATCH ***
151 DATA 5322,241,62,56,-1

```

THE MICRONET PAGE

A MONTHLY FEATURE

By: Patrick McMahon.

In this month's article I will be looking at the various Gateway and Chatline facilities available on Micronet and Prestel.

First the chatlines, of which there are quite a few. Most of the chatlines are for anyone to discuss whatever topic takes their fancy; provided there is someone else on there to talk to. Recently there was an interesting discussion on B.T. censorship on Micronet. It turns out that every Mailbox sent on Micronet goes to a central computer to be read by B.T. personnel. However, even if something is found to be breaking the rules laid down by Micronet nothing can be done as Micronet are not supposed to censor the electronic mail anyway. This and other things came out in a longer than usual exchange of views; which shows how concerned people were on the subject of censorship.



Fig 1



Fig 2

Examples of these kind of Chatlines are Turbo One and Two. There are quite a few regular users of Turbo One who seem to spend all day and every day on the chatline. One in particular is someone called "Knobbo". He has been on Turbo One every single time I've connected, at different times I might add. Other regular users are Shaggy, Stingray and Cammy all of whom must have terrific phone bills. I have to mention that all the people using the chatlines are always helpful. This is especially true when you are new and don't know your way around. I remember the first time I tried using the chatline; Knobbo, in particular, was extremely helpful in showing me the ropes.

Other types of chatlines concentrate on particular computers. One example is 'Lip-Sinc' a recent addition to existing chatlines. It is specifically for the Sinclair Computers, if you hadn't guessed from the name, incidentally this was chosen from a load of suggestions sent in by people using the Spectrum Microbase. On the 12th of March there was a discussion on the new MGT SAM computer. Chris Lewis and Patman from the Spectrum

```
159 REM
160 REM *** KEYSKAN PATCH ***
161 DATA 99,0,0,0,-1
169 REM
170 REM *** CLOSE# PATCH ***
171 DATA 4513,205,237,21,-1
172 DATA 4949,221,94,17,221,86,18,221,126,11,50,206,26,205,198,
41,205,129,41,201,-1
179 REM
180 REM *** 128k RETURN PATCH ***
181 DATA 1322,195,12,22,-1
182 DATA 4980,253,203,1,102,202,79,0,205,0,91,243,1,199,0,195,7
0,0,-1
189 REM
500 REM *** UPDATE VERSION ***
501 DATA 5960,99,-1,99999
1000 REM SAVE NEW SYSTEM TO DISC
1010 SAVE d1"Sys 3c"CODE 0,6656
1020 PRINT "ALL DONE"
1030 STOP
```

PLUS D owners, do not despair, a major update to cure the OPENTYPE file problems, and a few other bits and pieces will appear soon.

If you are aware of any other 'bugs' in the DISCiPLE (v3) or PLUS D why not drop me a line. Give as many details as possible and include a program to demonstrate the bug if possible. A solution is not guaranteed, but I will try.

BACK ISSUES

For members who have missed past issues of FORMAT (or perhaps worn theirs out through constant use) we run a back-issue service.

The cost is 65p per copy (85p overseas) which includes postage. Your copies will be sent out as soon as possible but, in order to keep printing costs down, it may take up to 21 days for us to dispatch. Make cheques (drawn on UK bank or Euro-Cheques) payable to INDUG.

Available Issues

Issue 1 - August 1987.	Issue 6 - January 1988.
Issue 2 - September 1987.	Issue 7 - February 1988.
Issue 3 - October 1987.	Issue 8 - March 1988.
Issue 4 - November 1987.	Issue 9 - April 1988.
Issue 5 - December 1987.	

Please WRITE YOUR ORDER ON A SEPARATE PIECE OF PAPER. DO NOT include correspondence with orders.

Microbase went to see the prototype so that they could answer questions of Micronetters who were curious about it. A useful and beneficial discussion on the new machine, which looks like an extremely good buy.



Fig 3

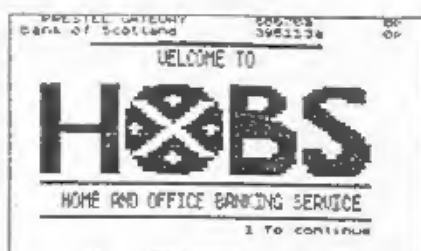


Fig 4

Now for the second part of the article, the Gateways on Micronet available to users. These range from Teleshopping to Databases of information. (See Fig 1). Many of the major mail order catalogues have Gateways which the user can connect to, at a price or sometimes absolutely free. Some examples of these are Kays, Littlewoods and Homelink (see Fig 2&3) which offer all the products in their catalogues on Micronet pages. You then order what you want by filling in a response frame and paying for the goods by Credit Card or by means of your existing account with the Company concerned. This type of thing brings armchair shopping, where you can sit at home and order what you want, whether it be a paper or the weeks shopping, ever nearer.



Fig 5



Fig 6

The other type of Gateways, specialise as information providers, either for a particular company, eg Commercial Union or The Bank of Scotland (see Fig 4) or they simply provide information useful to everyone like the newly installed Electronic Yellow Pages (see Fig 5). This offers all the names and addresses of businesses, just like its paper counterpart, only it is perhaps easier to use. The service only covers the London area at the moment but it will hopefully cover the whole of the U.K. in the near future. There is also another type of Gateway, called Datasolve, a sort of electronic quiz(See Fig 6).

That's all for this month, next month I shall be looking in more detail at Electronic mail services - Mailboxes and Telex - available on Micronet.

EXPANDING GENS

PART 4.

By: DAVE KENNEDY.

This months installment of EXPANDING GENS continues the code for the new commands described in the last issue.

```

2980      CP ", "
2990      JR NZ,LIST5
3000      DJNZ LIST5
3010 LIST6 LD A,(DE)      ;now at start of heading
3020      CP 13          ;newline at heading end
3030      JR Z,LIST7
3040      RST 16         ;print heading
3050      DEC C          ;spacer counter
3060      INC DE
3070      JR LIST6
3080 LIST7 INC C          ;in case already zero
3090      LD B,C          ;spaces to print before "page:"
3100 LIST8 LD A," "
3110      RST 16         ;pad out heading with spaces
3120      DJNZ LIST8
3130      LD B,3         ;end underline mode & print "page:"
3140 M9   CALL PRINTER-DK
3150      LD A," "
3160      RST 16
3170      PUSH HL
3180 M10  LD HL,BUFFER+3
3190      INC (HL)       ;onto next page number
3200      LD C,(HL)
3210
3220      LD B,0          ;"bc" = page number
3230      CALL £1A1B     ;print value of "bc"
3240      POP HL
3250      LD A,13
3260      RST 16
3270      LD A,13
3280      RST 16         ;2 newlines
3290 M11  LD A,(NUM1)   ;= number of lines per page
3300      LD B,A
3310 LIST9 PUSH BC       ;save page line counter
3320 M12  CALL LINEPRINT-DK ;llist one line
3330      POP BC         ;recover page line counter
3340      RET NZ         ;abandon printing if a key pressed
3350 M13  CALL £LEND     ;"hl"-(txtend)
3360      RET NC         ;if at end of textfile
3370      DJNZ LIST9     ;else repeat until one page printed
3380 M14  LD A,(NUM2)   ;number of newlines between pages
3390      LD B,A
3400 LIST10 LD A,13

```



```

3410 RST 16
3420 DJNZ LIST10
3430 PUSH HL ;save textfile position
3440 XOR A
3450 CALL E1601 ;select lower screen
3460 LD A,209 ;"move"
3470 RST 16
3480 LD A,218 ;"paper"
3490 M15 CALL ERASE3-DK ;"beep!" & await keypress
3500 CALL E0D6E ;cls-lower screen only
3510 LD A,3
3520 CALL E1601 ;reselect printer
3530 POP HL ;recover textfile position
3540 JR LIST4 ;& continue to print next page
3550
3560 LINEPR LD C,(HL)
3570 INC HL
3580 LD B,(HL) ;text line number
3590 INC HL
3600 PUSH HL ;save text posn.
3610 CALL E2D2B ;put "bc" on calculator stack
3620 CALL E2032 ;print number off calc. stack
3630 POP HL
3640 LD BC,E0300 ;b=3 for label, mnemonic & comment
3650 LINE1 LD A,ESC ;fields
3660 RST 16
3670 LD A,TAB ;goto to next tab position
3680 LINE2 RST 16
3690 LD A,(HL)
3700 INC HL
3710 CP 13 ;test for line end
3720 JR Z,LINE7
3730 CP TAB ;test = chr$ 9 which asm. puts in
3740 JR NZ,LINE3 ;when space or right cursor input
3750 BIT 0,B ;if b = 2 then in mnemonic field
3760 JR NZ,LINE4
3770 LD A," " ;so convert chr$ 9 into a space
3780 LINE3 CP 59 ;";" = comments
3790 JR NZ,LINES
3800 LD C,E20 ;if in comment field ensure "c"=32
3810 DEC HL ;until b = 1 for comment field
3820 LINE4 DJNZ LINE1 ;if "b" = 0 then at comment field
3830 INC HL ;so bypass ";" character
3840 JR LINE2
3850 LINE5 CP "A"
3860 JR C,LINE2
3870 CP "Z"+1 ;check for upper-case character
3880 JR NC,LINE2
3890 OR C ;unchange unless in comment field
3900 JR LINE2 ;when "c"=32 converts to lower case
3910 LINE7 RST 16 ;newline
3920 PUSH HL ;save text position
3930 RST 8 ;m/drive keyboard test hook-code
3940 DEFB E20 ;zero flag set if no keypress
3950 POP HL ;recover text position
3960 RET ;& return for flag test
3970
3980 PRINTE PUSH HL ;lprint from message list

```

```

3990 M16 LD HL,PNTDATA-DK
4000 PRINT1 BIT 7,(HL) ;bit 7 set at each message end
4010 INC HL
4020 JR Z,PRINT1
4030 PRINT2 DJNZ PRINT1 ;if b = 0 then at required message
4040 PRINT3 LD A,ESC ;lprint escape character for each
4050 RST 16 ;code in case less than chr$ 31
4060 LD A,(HL)
4070 AND 127 ;convert message end-marker
4080 RST 16
4090 BIT 7,(HL) ;test for message end
4100 INC HL
4110 JR Z,PRINT3 ;& continue if not at message end
4120 POP HL ;recover text position
4130 RET
4140
4150
4160 MOVER CALL FNDADR ;de-addr of num1 hl=num2-num1 addr
4170 JR C,ERR1 ;if num2 < num1
4180 M18 LD (NUM1),DE ;store start line address
4190 PUSH DE ;start
4200 ADD HL,DE
4210 DEC HL ;reform and
4220 M19 LD (NUM2),HL ;store end line address
4230 PUSH HL ;end line
4240 M20 LD HL,BUFFER+3 ;location of move to line text
4250 M21 CALL BINARY ;convert ascii to value in "hl"
4260 LD B,H
4270 LD C,L
4280 INC BC ;transfer block after move to line
4290 M22 CALL FNDNUM ;line no. "bc" to address in "hl"
4300 M21 LD (BUFFER+3),HL ;store move to address
4310 POP BC ;end line
4320 POP DE ;start line
4330 AND A
4340 SBC HL,DE ;move line - start line
4350 JR C,MOVER1 ;end test if move < start
4360 ADD HL,DE ;reform move
4370 AND A
4380 SBC HL,BC ;move - end
4390 JR C,ERR1 ;error if start < move < end
4400 MOVER1 LD H,B ;end
4410 LD L,C
4420 AND A
4430 SBC HL,DE ;end - start
4440 LD B,H
4450 LD C,L
4460 INC BC ;difference
4470 PUSH DE ;start
4480 LD DE,6910 ;max. move size
4490 AND A ;using screen as temp. store
4500 SBC HL,DE
4510 POP DE ;start
4520 JR C,CONT ;block of lines > screen store

```

Space has run out on me again this month but you will be pleased to hear the end is in sight. Next month will see that last section of source code, so see you next time.

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Tape No	Title	Program Description
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PROGRAM. PAGE. . PROGRAM. PAGE. . PROGRAM EASY-READ

By: Jon Nixon.

Most users will know that things like colour control characters can be inserted into the lines of a 48k Basic program. This not only gives colourful listing, very useful in its own right, but also saves all those long winded PAPER 1 INK 7 BRIGHT ! controls in PRINT statements.

The problem comes when you want to send a printed listing to magazines like FORMAT. The LIST command ignores all inbedded codes and, of course, no printer would be able to print them anyway. My solution is 'EASY READ' a small program to give listings with control codes that can be understood. As you will see from the listing itself when the program comes across an embedded control (or selected other characters) it converts them. The output consists of a '{', the command and then a '}' to finish off. The commands work like this:-

E = Extended Mode
S = Caps Shift
G = Graphic Mode
SS = Symbol Shift

All followed by a key to be pressed.

So {ES 4} means enter Extended Mode then press Caps Shift and 4, this gives the control code for green ink. {G A} tells you to enter graphic mode then press A, that is the first of the UDCs. {INV VID} and {TRUE VID} are also given and I have also added conversion or E,# and the copyright sign as not all printers can cope with them.

To use the program you need to create an OPENTYPE file by, OPEN#4;d1"AFILE" OUT, then LIST #4 to get your listing into the file. Now close the file by CLOSE#4 and load EASY READ. The program will copy the selected file to a new file converting as it goes, a copy of the text is also printed to the screen. When finished you can print the file at any time by MOVE d1"CONV FILE" TO #3.

```
10 REM {INV VID}'EASY READ' LISTER v2.7{TRUE VID}
20 REM {INV VID}{C}1988 INDUG.{TRUE VID}
30 REM {INV VID}By Jon Nixon.{TRUE VID}
40 REM
50 REM ** get file names. **
60 BORDER 1: PAPER 1: INK 7: CLS
70 INPUT "{E 3}INPUT Filename?{E 1} ";I$;"Drive No? ";ID
80 PRINT "{E 3}INPUT FILE = {E 1}";I$;TAB 23;"{E 3}Drive = {E 1}";ID
```

DCOPY

By: Bob Brenchley.

```
90 INPUT "(E 2)Name of OUTPUT File?(E 1) ";O$;"Drive No? ";OD
100 PRINT "(E 3)OUTPUT FILE = (E 1)";O$;TAB 23;"(E 3)Drive = (E
1)";OD
110 REM ** open both files **
120 OPEN #4;DID;I$IN
130 OPEN #5;DOD;O$ OUT
135 REM ** test for end of file **
140 LET OFFSET=PEEK (23574+4*2)+256*PEEK (23575+4*2)
150 LET CHANADR=PEEK (23631)+256*PEEK (23632)+OFFSET-1
160 LET CL=PEEK (CHANADR+31)+256*PEEK (CHANADR+32)+65536*PEEK (
CHANADR+18)
170 IF CL=0 THEN GOTO 460: REM ** if end of file goto finish **
180 REM read byte from input file
190 LET I$=INKEY$(SS 3)4: REM ** read character from file **
200 LET BYTE=CODE I$
210 IF BYTE=144 AND BYTE<=161 THEN LET I$="(G "+CHR$ (BYTE-79)
+)"": REM UDG's
215 REM ** now test for each special character type in turn. **
220 IF BYTE=128 AND BYTE<=143 THEN GOSUB 350: REM a BLOCK grap
hic character
230 IF BYTE=16 THEN LET BYTE=CODE INKEY$(SS 3)4: LET I$="{ES "+
STR$ BYTE+"}": REM = INK control
240 IF BYTE=17 THEN LET BYTE=CODE INKEY$(SS 3)4: LET I$="{E "+S
TR$ BYTE+"}": REM = PAPER control
250 IF BYTE=18 THEN LET BYTE=CODE INKEY$(SS 3)4: LET I$="{ES "+
STR$ (8+BYTE)+"}": REM FLASH control
260 IF BYTE=19 THEN LET BYTE=CODE INKEY$(SS 3)4: LET I$="{E "+S
TR$ (8+BYTE)+"}": REM BRIGHT control
270 IF BYTE=20 THEN LET BYTE=CODE INKEY$(SS 3)4: LET I$="{TRUE
VID}": IF BYTE=1
THEN LET I$="(INV VID)": REM inverse control
280 IF BYTE=127 THEN LET I$="{SS R}": REM COPYRIGHT
290 IF BYTE=96 THEN LET I$="{SS X}": REM POUND SIGN
300 IF BYTE=35 THEN LET I$="{SS 3}": REM HASH SIGN
310:
320 PRINT I$;: REM to screen
330 PRINT (SS 3)5;I$;: REM to file
340 GOTO 160: REM loop for next character
350 REM (INV VID)BLOCK GRAPHICS(TRUE VID)
360 IF BYTE=128 THEN LET I$="{G 8}"
370 IF BYTE=143 THEN LET I$="{GS 8}"
380 IF BYTE=129 AND BYTE<=135 THEN LET I$="(G "+CHR$ (BYTE-80)
+)"
390 IF BYTE=142 THEN LET I$="{GS 1}"
400 IF BYTE=141 THEN LET I$="{GS 2}"
410 IF BYTE=140 THEN LET I$="{GS 3}"
420 IF BYTE=139 THEN LET I$="{GS 4}"
430 IF BYTE=138 THEN LET I$="{GS 5}"
440 IF BYTE=137 THEN LET I$="{GS 6}"
450 IF BYTE=136 THEN LET I$="{GS 7}"
451 RETURN
460 CLOSE #4: CLOSE #5
470 PRINT "(E 2)ALL DONE(E 1)"
```

The listing could be expanded or modified to suit individual needs and is not (except for the file access) peculiar to the DISCIPLE / PLUS D, I wrote this several years ago to work on microdrives.

A few weeks ago I had a small routine sent in by Mr A.D.Webb of London SW2. The routine was an EXECUTE FILE for the DISCIPLE (version 3a and above) which gave an ASCII screen copy for either a daisy wheel printer or a dot matrix printer that doesn't have Bit Image Graphics. The routine worked very well and I put it aside to use on a 'Hints & Tips' page (Oh for more hints and tips so I can make it a monthly feature).

However on closer examination I felt that a little rewrite would make the routine relocatable so it would work on the PLUS D as well, this article is the result. The routine is well annotated so it should give you some ideas for other Execute files.

Execute files are small machine code routines that load and run in the disc buffer in the interfaces RAM. They have to be assembled to run at location 7126 on the DISCIPLE or 15318 on the PLUS D. All calls to the main ROM are made with an RST 16 call followed by DEFW nnnn where nnnn is the address of the routine you are calling.

Enter the source listing into your favourite assembler (I use a modified OCP Editor/Assembler) and assemble to an address in the Spectrums RAM (lets say 50000). Then save the routine by SAVE d1"DCOPY"X,50000 if you don't use an assembler you can type in the basic loader give at the end.

To use the routine just insert the command LOAD d1"DCOPY"X it can be used in place of and COPY or SAVE SCREEN\$ command in a program. Only ASCII characters are copied, others print as spaces.

```
00010
00020 ; DCOPY - By Bob Brenchley. From an idea by A.D.Webb.
00040
00050 ; (c)1988 INDUG.
00060
00080 START LD A,3 ;First load 3 into the a register and
00090 RST 16 ;call the Spectrums ROM to open the
00100 DEFW 5633 ;printer channel.
00110
00120 LD BC,0 ;B=COLUMN, C=LINE both zero to start.
00130 LOOP PUSH BC ;save current position.
00140
00150 RST 16 ;Now call main ROM to do a SCREEN$
00160 DEFW 9528 ;command.
00170
00180 RST 16 ;Call the main ROM to fetch the
```

INCREMENTAL UPDATE BACKUP UTILITY

By: NEV YOUNG.

In the months since IBU was first written two problems have reared their ugly heads. Neither problem is serious and they can both be resolved with a few line changes to the basic section of the program.

The first problem only affects those of us who use OPENTYPE files. It would appear that the header byte 210 that IBU uses to mark a file as backed up is also used as a size extension byte for these files. This has the effect, for small files, of increasing their size by 256*65536 bytes (making it a VERY BIG file. The fix is quite simple. On lines 870, 910, 1150 and 1155 replace the number 210 with 209. This will also, unfortunately, mark all files as not backed up so the next run of IBU will be a good time for a cup of tea.

The second problem actually lies within the DISCIPLE/PLUS D ROM, but only affects those who have two, double sided, disc drives. The ROM program only stores one current track register, so when you switch discs the ROM will think that the head of the new drive is on the track where the old drive head was. It will therefore re-position the heads. It then realises its mistake and moves them back to the correct place. This is an annoyance but does no real harm unless you are near the last track of the disc, as would happen if you are using IBU to copy a file that starts on side 1 and finishes on side 2. As IBU copies about 6 tracks at a time (12 for single density on the DISCIPLE) the heads on the source disc can quite easily be 70 tracks away from the heads on the destination disc. As a result the ROM will try to move the destination disc heads 70 tracks out, but as they are already somewhere near track 75 this only results in a format data lost message as the heads are moved off the end of the disc.

The cure is either to twist Bruce Gordon's arm to re-issue the ROM with a fix or add the following 4 lines to IBU.

```
1165 LET dpos = IN 91
1275 LET spos = IN 91
4215 IF sourcedisc <> destdisc THEN LET spos=IN 91: OUT 91,dpos
4255 IF sourcedisc <> destdisc THEN LET dpos=IN 91: OUT 91,spos
```

This will keep a note of the tracks, and stop the seeks that cause the problem.

If you have a PLUS D then replace each 91 in the above lines with the number 235.

I hope these enhancements will prove useful.

```
00190      DEFW 11249 ;string parameters from the Stack.
00210
00220 PR_STR LD  A,B ;Next test the length (in BC) off
00230 OR  C ;the string produced by SCREENS.
00240
00250      LD  A,32 ;Load a space into the A register.
00260
00270      JR  Z,P2 ;If the string length was zero then
00280 ;jump to P2 and print the space as
00280 ;the character is not ASCII.
00290
00300      LD  A,(DE) ;Load the character to be printed.
00310
00320 P2     RST  16 ;Call the main ROM to print the
00330 DEFW 16 ;character or the space.
00340
00360      POP BC ;Recover the co-ords.
00380      LD  A,31 ;Load A with 31 and test to see if
00390 CP  B ;its the end of a line.
00400      JR  Z,NXTLN ;If so jump to NXTLN.
00410      INC B ;If not point to next character
00420      JR  LOOP ;and loop through the routine.
00430
00440 NXTLN LD  A,13 ;Load a with a Carriage Return
00450 RST  16 ;and call the Spectrams ROM to print
00460 DEFW 16 ;it.
00470
00480      LD  A,21 ;Load A with 21 and test to see if
00490 CP  C ;thats the last line.
00500      JR  Z,LASTLN
00510      INC C ;If not, point to the next line
00520 XOR  A ;and reset the column count
00530      LD  B,A ;to zero.
00540      JR  LOOP ;Now go and print another line.
00550
00560 LASTLN LD  A,13 ;Print an extra Carriage Return
00570 RST  16 ;just to make sure the printers
00580 DEFW 16 ;buffer is cleared.
00590
00600      LD  A,2 ;Finally reset the current
00610 RST  16 ;channel back to 2 (the main screen).
00620 DEFW 5633 ;
00630
00640      RET ;And then return to Basic.
00650
00660 LEN EQU $-START
```

BASIC LOADER

```
10 FOR I=50000 TO 50059
20 READ N
30 POKE I,N
40 NEXT I
50 DATA 62,3,215,1,22,1,0,0,197,215,56,37,215,241,43,120,177,62
,32,40,1,26,215,16,0,193,62,31,184,40,3,4,24,230,62,13,215,16,0,
62,21,185,40,5,12,175,71,24,215,62,13,215,16,0,62,2,215,1,22,201
60 SAVE $1"DCOPY"X,50000
```